



TerraTrees Quick Guide

- 1 Turn On/Off
- 2 Terrain Field
- 3 Satellite Image/Tree Map Field
- 4 Map Preview Expander
- 5 Map Zoom Slider
- 6 Center Image On GUI Screen
- 7 Rotate Image 90° CounterClockWise
- 8 Rotate Image 90° Clockwise
- 9 Placement Mode Switch Between Intelligent Trees & Mapping Trees
- 10 Color Picker To Select Color From Map For Placement
- 11 Selected Color Name
- 12 Damping Factor To Widen Selected Color's RGB Range
- 13 Current Placement Mode Preview
- 14 Place Trees On Terrain
- 15 Total Number Of Trees Placed On Terrain So Far
- 16 Activate/Deactivate Vegetation Preview Settings
- 17 Show/Hide Trees On Terrain
- 18 Vegetation Visibility Distance From Camera
- 19 Tree Models Billboard Start Distance From Camera
- 20 Transition From Billboard Orientation To Mesh Orientation Distance
- 21 Total Number Of Allowed Mesh Trees To Be Capped In The Terrain
- 22 Advanced Mode To Run/Bypass Editor Undo Operations
- 23 Remove & Replace Existing Vegetation On Terrain
- 24 Remove Placed Vegetation Models Selected In Preview Pane
- 25 Remove All Existing Vegetation Models From Terrain
- 26 Vegetation Model To Be Added
- 27 Add Inserted Vegetation Model To Terrain System
- 28 Remove Preview-Selected Vegetation Type From Terrain System
- 29 Replace Preview-Selected Vegetation Type From Terrain System
- 30 Single Type Vegetation Preview & Settings
- 31 Vegetation Prototype Model
- 32 Selection Slider Through Terrain System Vegetation Models
- 33 Preview Thumbnail Of The Selected Vegetation
- 34 Bending Factor Of The Selected Vegetation
- 35 Update Button To Apply/Update Specified Bending Factor Of Trees
- 36 Enable/Disable Simultaneous Placement Of Multiple Vegetation Types
- 37 Enable/Disable Placement Of All Vegetation Types
- 38 Min-Max Slider To Select Vegetation Types
- 39 Min-Max Number Field To Select Vegetation Types
- 40 Priority Slider For Starting/Ending Terrain System Vegetation Models
- 41 Vegetation Model(s) Initial Height Scale
- 42 Vegetation Model(s) Height Scale Variation Factor
- 43 Vegetation Model(s) Initial Width Scale
- 44 Vegetation Model(s) Width Scale Variation Factor
- 45 Vegetation Colors Variation Factor
- 46 Colors Override Feature Selection (Off, Greenish, Reddish, Bluish)
- 47 Natural Placement Of Vegetation Models Based On Random Positions
- 48 Density Of Placing Vegetation Models
- 49 Maximum Number Of Placing Trees
- 50 Set Elevations Button To Activate Environment Settings
- 51 Min-Max Degrees Of Terrain Steepness Range For Placement
- 52 Min-Max Number Field Of Terrain Steepness Range For Placement
- 53 Preview Of Specified Steepness Range For Placement
- 54 Resolution Of Steepness Map To Be Previewed/Exported
- 55 Create Steepness Map With Specified Range For Editor Preview
- 56 Export Steepness Map As A Reference To Use In Geology Operations
- 57 Show/Hide Placement Zone On Terrain In Editor Scene View
- 58 Min-Max Slider For Terrain Elevation Range
- 59 Min-Max Number Field For Terrain Elevation Range
- 60 Preview Of Specified Elevation Range For Placement
- 61 Move Camera To The Highest Point On Terain
- 62 Move Camera To The Lowest Point On Terain
- 63 Update Button To Update Any Changes Made To Terrain Vegetation
- 64 General Settings Expander
- 65 Enable/Disable Normal Trees Mode For Placement On Entire Terrain
- 66 Enable/Disable Console Hints & Logs
- 67 Link Button To TerraUnity Website